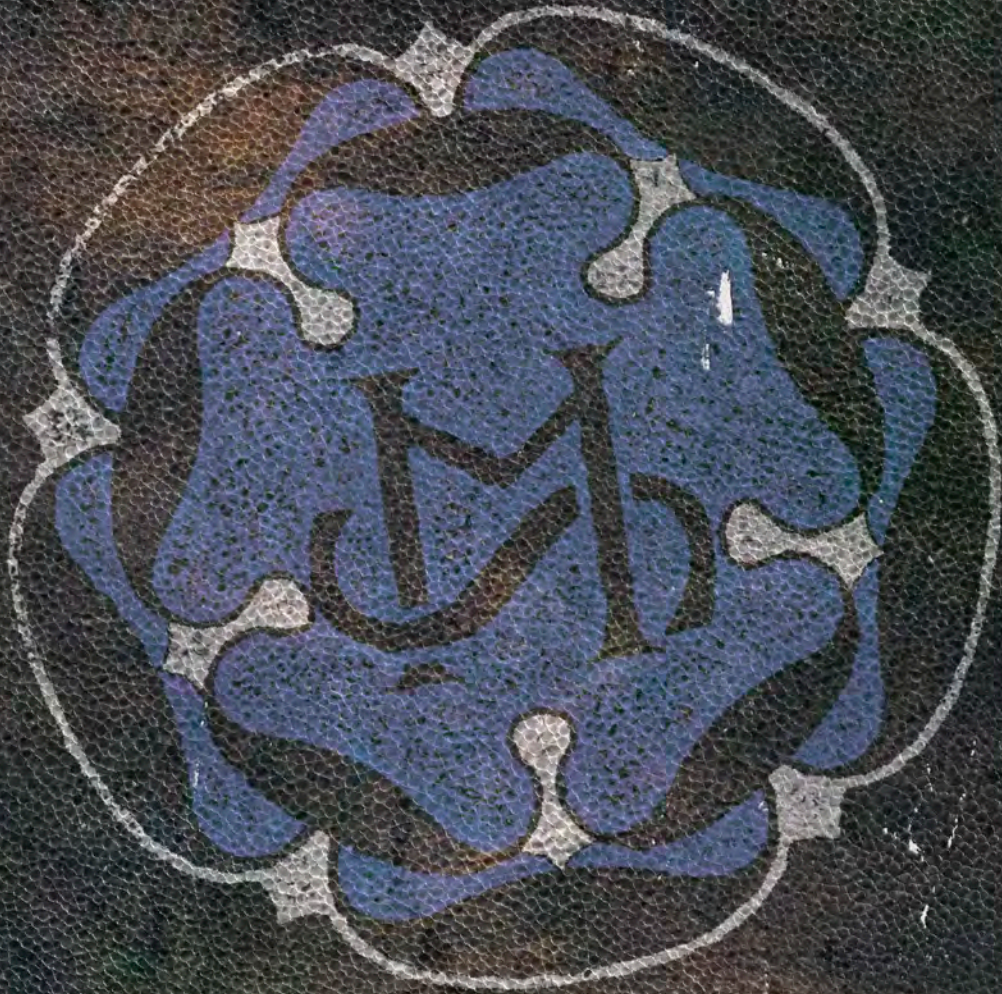


EXPLORE A HAUNTED FOREST!

# ACHTUNG! Cthulhu<sup>®</sup>

DOSSIER



THE  
MALEVOLENT  
GROVE

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# Mission

# The Malevolent Grove

## Background

Every place in the world has its ghost stories. The dark places of malevolence and dread. Do not stray from the road, do not linger in the dark, do not enter the forest. The Malevolent Grove is one such location and wherever your current campaign is set, it can be used as an exciting, thematic side adventure—particularly if your agents discover that something they need is within.

Centuries ago, a church was built around an ancient sacred site, containing waters of great mystical power that could transport conjurers through time and space. The unholy rituals that were performed in the church, however, profaned the site and drove the worshippers to mania and murder. The stain of their deeds polluted the space around them, and their greed sunk into the soil, stone, and water, creating a malignant intelligence in the forest itself.

Only by constraining some of the forest's malign power can the agents learn to navigate the twisting pathways of the grove and eventually reach the mystical waters. This means solving riddles, gathering sacred objects, and performing cleansing rituals.

**Once three of five possible rituals have been performed, a pathway opens to the Profane Church.**

Each location provides suggestions if you're using one of the creatures from our recent *FREE Halloween Horrors PDF* available on our [.NET](#) and [.US](#) stores. If you're using this location as part of a one-shot or an ongoing campaign, feel free to introduce your own villains and their motivations for coming to the Malevolent Grove. For example, instead of a forest, perhaps it's a swamp and the Deep Ones watch the agents from the shadows?

When the agents first come to the Malevolent Grove, they arrive at an Act 1 location of your choice and the path configuration is set to white.

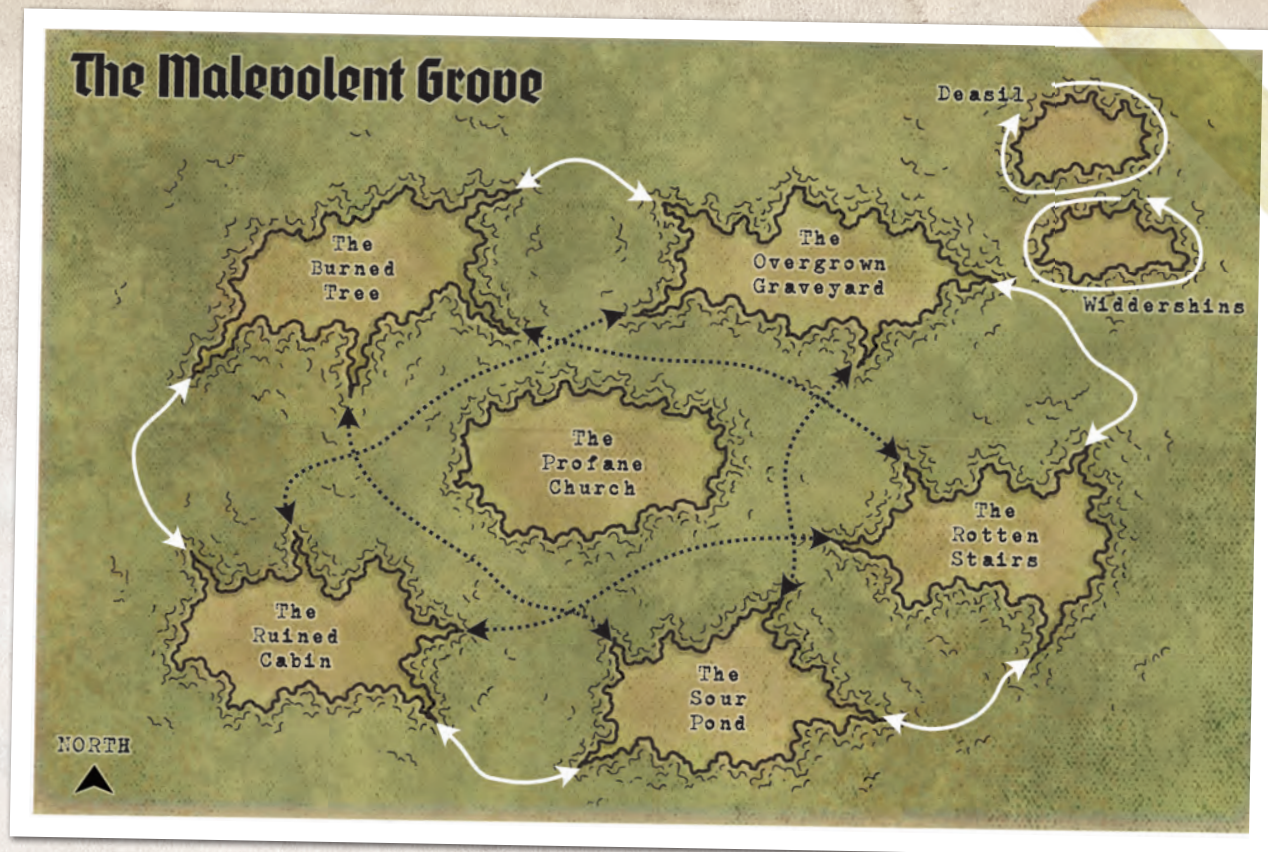
*The Gamemaster begins this mission with 2 points of threat for each Player Character in the group.*

## Halloween Horrors Plot Seeds

- ✘ **Sehkheferu:** One of the immortal sorcerer's canopic jars is in the upper east side room of the Profane Church, but he cannot get to the church on his own.
- ✘ **Andreassens:** Henrik and packmates equal to the number of agents have reached the Profane Church and are attempting to understand the power within.
- ✘ **Lauterne:** Jacques seeks to weaponise the waters, allowing him to deploy his fear gas to any time and location.
- ✘ **Barghest:** The creature is hunting one of the agents, and the waters will cleanse them, allowing them to escape its attentions.
- ✘ **Harlequin:** A British Army Officer's (*Gamemaster's Guide* p161) found Wisniewski's amulet, and Section M intel says she is hiding in the Profane Church.







## Leaving the Paths

If the agents attempt to reach a location in the forest without following one of the paths, the group suffers an immediate complication and arrives in a random location after 15 minutes of wandering. This complication can be bought off by adding two to Threat as usual.

### THE JOURNAL

However the agents enter the Malevolent Grove, one of the first details they notice is a discarded journal, parchment or fragment of a book. This contains notes and hints about the forest's features, and one random detail can be gained after a difficulty 1 Reason + Academia test. Agents may attempt further tests at each location they visit and GMs may wish to match the clues to the location:

- ❑ Don't stray from the path
- ❑ The tree holds a secret. (Secrets?)
- ❑ The vines sprout from a smothering corruption
- ❑ The figurine has soured the pond
- ❑ Deasil or widdershins until you find the secret path
- ❑ D E F G A Bb C
- ❑ I hid the stone under the fourth stair from the bottom
- ❑ The wardrobe must be destroyed

Agents can Obtain Information to gain additional hints, and every subsequent study test adds 1 Threat. The difficulty also increases by 1 each time to a maximum of 3.

### Locations

ROLL	LOCATION
1-4	The Burned Tree
5-8	The Overgrown Graveyard
9-12	The Ruined Cabin
13-16	The Sour Pond
17-20	The Rotten Stairs

### Features of the Forest

- ❑ It is always overcast or dark, never sunny.
- ❑ Every Act 1 location has two exits—deasil and widdershins—and one secret exit that leads to the Church once three rituals have been completed.
- ❑ Act 1 locations are connected by white paths or black paths. The gamemaster can swap the configuration by spending 1 Threat, and the players can change the configuration in the Ruined Cabin.
- ❑ Attempting to leave the forest is treated like Leaving the Paths.
- ❑ Other people and creatures could also be lost in the forest, will the agents attack or avoid them, or perhaps they might work together to escape? Peril makes for strange bedfellows.



# Act One: All Those Who Wander

## LOCATION 1: THE BURNED TREE

This clearing in the forest is dominated by a single, massive, blackened, dead tree.

### 1. OBSIDIAN BLADES

Set in the ground around the tree are sharp black shards of obsidian. Unwary agents must pick their way through with a **Coordination** + **Athletics** or other suitable test, suffering a complication might slice open a foot on these hazards. If GMs are feeling malevolent or expend 3 Threat, a tangle of Ebon Ivy (*Gamemaster's Guide* p. 70) has taken hold and the agents will have to remove it to access the tree.

### 2. THE TREE

It's not immediately obvious if the tree was struck by lightning or if a pyre was lit at its base, a fire which eventually consumed it. There is a keyhole in the tree. Using the **Starling Key** or a difficulty 2 **Coordination** + **Engineering** test reveals a section of the trunk, behind which is a carving of the Ruined Cabin. Marked on the carving is the location of the secret compartment behind the cabinets.

#### RETURNING TO THE BURNED TREE

A circle of sickly looking yellow mushrooms has grown up in the clearing.

- ✘ **2 Threat:** The nearest agent must pass a difficulty 2 **Will** + **Resilience** test or move to the ring and begin to dance manically losing 1 Fatigue for every round they spend. If they fail a third difficulty 2 **Will** + **Resilience** test to shake of the mania, they suffer an immediate scar *Marked by the Revellers*.

## Halloween horrors

- ✘ **Sehkheferu:** The agents discover the eviscerated body of a man, his heart missing.
- ✘ **Andreassens:** There are scratches in the charred bark as if something with very large claws climbed the tree.
- ✘ **Lauterne:** A Black Sun symbol is carved into the wood beside the keyhole.
- ✘ **Barghest:** The agent being pursued by the Barghest suffers its Howl attack as the creature calls out from somewhere deep in the Malevolent Grove.
- ✘ **Harlequin:** As the agents arrive, they see a green-haired figure leave from the opposite exit.

#### CLEANSING RITUAL

1. Turning the Silver Horses Key in the tree's lock reveals a cunningly concealed compartment with a small wooden flute inside, which initiates the ritual.
2. Placing the Tree Marked Stone in the compartment primes the ritual.
3. Playing a D Minor scale (on the flute or on any other instrument) completes the ritual.

## LOCATION 2: THE OVERGROWN GRAVEYARD

This fog-shrouded graveyard is encircled by a low iron fence and infested with thorn-studded vines. Poking up out of the overgrowth are nine headstones of tattered grey granite. In the centre of the graveyard is a lonely iron lamp post.

### 1. THE VINES

A difficulty 2 **Reason** + **Observation** or **Survival** reveals that the vines appear to be growing out of one of the unnamed graves. The vines grow from a cursed root in the **Amphora** buried in that grave, and if the root is removed with a **Coordination** + **Survival** test at difficulty 2, the **Amphora** can be used to purify water. Failure results in 3 damage from the cursed root's thorns.

### 2. THE GRAVESTONES

Many of the dates and details of the headstones are worn away, but several names can be read with a difficulty 1 **Reason** + **Observation**:

- ✘ Everett Fisher
- ✘ Raven Tyson
- ✘ Casey Hendricks
- ✘ Captain Andie Crain
- ✘ Lucienne "Riptide" Huntley
- ✘ Corporal Mildred Wolfe

### 3. THE LAMP POST

The following words are stamped into the iron:

*Water captive craves release  
These pale white petals will surcease  
Restless three can receive  
Those graven souls of the sea*



**RETURNING TO THE OVERGROWN GRAVEYARD**

The two unnamed graves that don't hold the **Amphora** have been dug up from below.

- ❖ **2 Threat:** The vines near an agent's feet slither and writhe. The agent must make a difficulty 2 **Agility + Athletics** test or suffer 3 physical stress with the Piercing 2 effect.

**Halloween horrors**

- ❖ **Sehkheferu:** A section of the iron fence has been mangled by something of prodigious strength.
- ❖ **Andreassens:** A burned down candle on the gate was an attempt by the werewolves to quiet the restless spirits.
- ❖ **Lauterne:** The body of a woman is propped against the fence. A difficulty 1 **Reason + Medicine** test reveals that she died of a shock-based heart attack.
- ❖ **Barghest:** The body of a woman lies outside of the fence, a bite mark on her leg. A difficulty 1 **Reason + Medicine** test reveals that she died of poison.
- ❖ **Harlequin:** One of the agents notices a pale figure standing in the trees. It disappears suddenly and the agent suffers the effects of the Blood Harlequin's Fearsome 4 ability.

**CLEANSING RITUAL**

1. Digging up the **Amphora** and removing the roots initiates the ritual
2. Placing a handful of **Pale Flowers** on the graves of Everett Fisher, Captain Andie Crain, and Lucienne "Riptide" Huntley primes the ritual.
3. Ghouls (*Gamemaster's Guide* p.224) equal to agents + 1 burst from the ground and attack. Defeating them completes the ritual.

**LOCATION 3: THE ROTTEN STAIRS**

Agents always arrive at the top of the aged and water-stained stairs, no matter which trail they walked. When exiting, the top is always widdershins and the bottom is always deasil.

**1. TOP OF THE STAIRS**

These dilapidated steps drop downward in a moss-riddled switchback, which is infested with scratching branches. The lead agent must pass a difficulty 2 **Agility** or **Coordination + Athletics** test or suffer 4 physical stress with Piercing 2 as a step gives way beneath their foot and they begin to tumble.

**2. THE LANDING**

About halfway down the stairs is a landing with a wide railing. If not for the oppressive trees, this might have been a viewpoint that looked to the east. Carved into the wood are swirls and esoteric sigils. A difficulty 1 **Reason + Academia** (Occultism) test reveals that they mean something along the lines of "mind's fire" or "silver clarion blaze."

**3. THE BOTTOM OF THE STAIRS**

If an agent searches the stairs with a difficulty 2 **Reason + Observation** test, they discover the **Tree-Marked Stone** hidden underneath the fourth step from the bottom.

**RETURNING TO THE ROTTEN STAIRS**

The stairs are crowded with small, sour-looking apples. The insides are black with rot and the pungent fetid aroma has attracted an Insect Swarm (*Gamemaster's Guide* p.215)

- ❖ **2 Threat:** A horrendous buzzing noise fills the air as if a swarm of ten thousand wasps were in the trees. All agents must pass a difficulty 2 **Will + Resilience** test or suffer 3 mental stress.

**Halloween horrors**

- ❖ **Sehkheferu:** The apples are filled with sand instead of rot.
- ❖ **Andreassens:** A broken stair has blood and a tuft of coarse fur on it.
- ❖ **Lauterne:** A black-hilted knife lies forgotten on the landing's railing.
- ❖ **Barghest:** A tuft of fur is caught on the railing.
- ❖ **Harlequin:** A skinned rat has been posed on top of the arcane sigils on the landing.

**CLEANSING RITUAL**

1. Placing the **Silver Candlestick** on the arcane markings reveals a secret compartment with a candle and a **Silver Bell**, which initiates the ritual.
2. Ringing the **Silver Bell** primes the ritual.
3. Simply lighting the candle will not work. An agent must make a difficulty 3 **Will + Academia** (Occultism) test to light the candle with their mind, which completes the ritual.

*If you hear rustlin' in the woods,  
that's probably just a critter.  
— Sergeant Hank Anderson*



## LOCATION 4: THE SOUR POND

The stench is overpowering. The smells of sulphur, manure, and decomposing flesh are evident here, but also the acrid tang of formaldehyde which players can sniff out with an **Insight + Observation** (Smell and Taste) test. Floating on the surface are several **Pale Flowers**, which appear to have dropped from the barren trees that overhang the water.

### 1. THE SHORE

Bits of torn clothing and ruined personal effects dot the slimy mud around the edge of the pond. Searching through the items with a difficulty 2 **Reason + Observation** reveals the **Starling Key**.

### 2. THE POND

Just beneath the oily surface of the pond are several rounded stones. They are stable enough to stand on but would be slippery if moving quickly between them. Being immersed in the water subjects an agent to 2 physical stress ignoring Armour resistance every round.

#### RETURNING TO THE SOUR POND

The mud is disturbed by footprints.

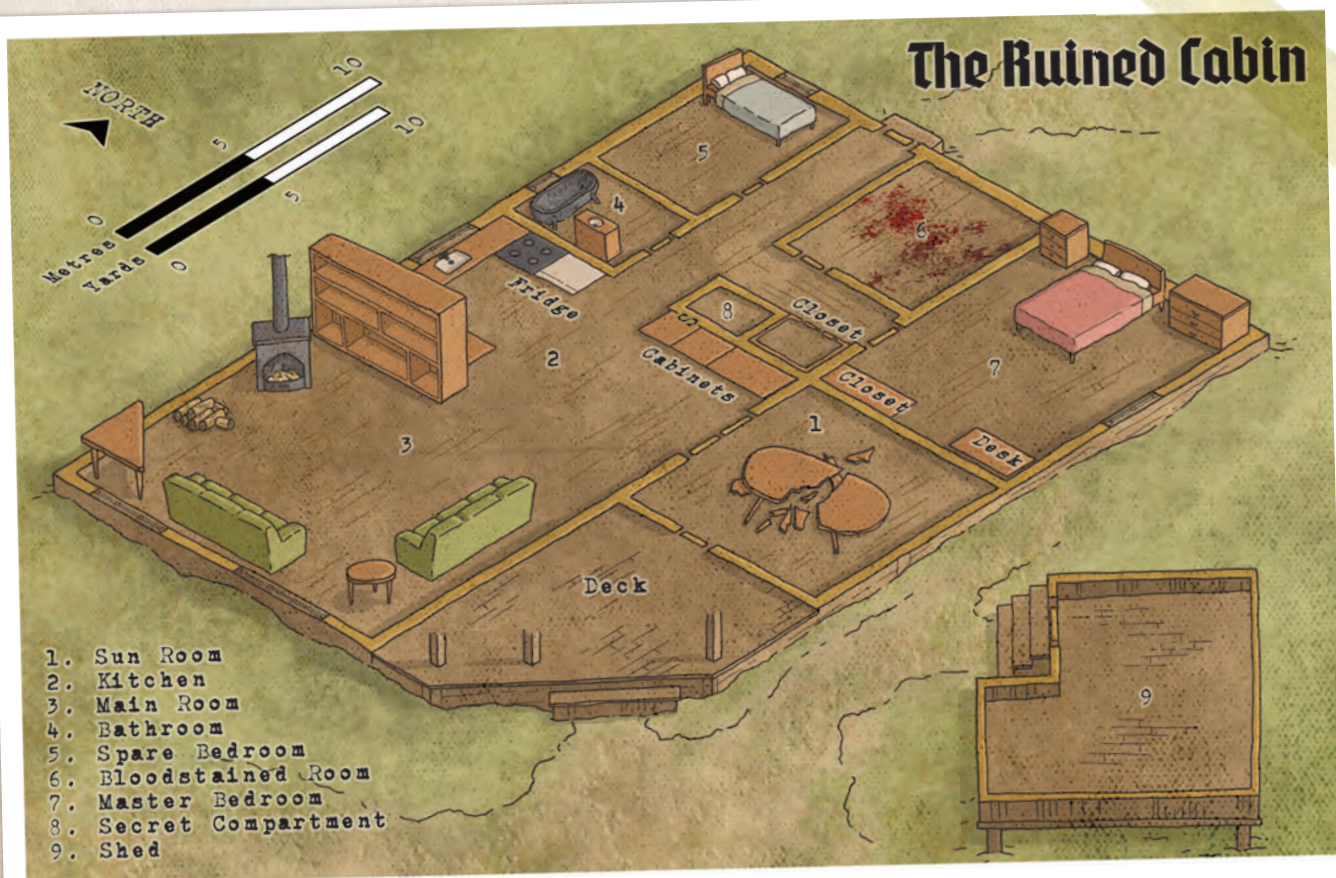
- ❑ **2 Threat:** The mud starts to suck a random agent down! If they fail a difficulty 2 **Brawn + Athletics** test, they suffer 3 physical stress, ignoring Armour, every round.

## Halloween horrors

- ❑ **Sehkheferu:** One of the agents hears a low moan in the trees. They suffer the effects of Sehkheferu's Fearsome 4 ability.
- ❑ **Andreassens:** One of the Oslo pack members stands on the shore just as a second falls into the water and roars in pain.
- ❑ **Lauterne:** Three metal drum barrels sit by the pond, filled with water. They are stamped with German insignia and tracking numbers.
- ❑ **Barghest:** Wolf-like footprints the size of a bear's paw in the mud.
- ❑ **Harlequin:** One of the agents hears a small bit of laughter and discovers a diamond-shaped flap of flayed skin on the ground behind them.

#### CLEANSING RITUAL

1. Having agents stand on three of the submerged stones simultaneously initiates the ritual.
2. Scattering the Red Salt between the agents reveals a figurine made of brambles and curled into a foetal position floating in the pond. This primes the ritual.
3. Destroying the figurine completes the ritual.





## LOCATION 5: THE RUINED CABIN

The walls are peeling, the windows are smudged with ash and grime, and the grass is overgrown to knee length. A small raised shed sits to the side.

### 1. SUN ROOM

Leaves and detritus coat the floor of this front room. A broken table might have hosted family dinners at one time.

### 2. KITCHEN

Creaky cabinets hold dusty dishes and cutlery, but a difficulty 3 **Reason** + **Observation** test reveals a secret compartment. A structural beam above the agents' heads holds worn-down arcane markings. A difficulty 1 **Reason** + **Academia** (Occultism) test reveals that they are inactive protective wards.

### 3. MAIN ROOM

Empty shelves and lonely tables share this space with rotting couches, a small pile of firewood, and a Franklin stove. The **Red Salt** is tucked into the back of the shelves, holding down a note that says, "Three must stand on the stones and scatter the salt onto the pond between them to reveal its secret."

### 4. BATHROOM

A claw-footed tub holds about two inches of oily water. There is a chamber pot tucked under the vanity.

### 5. SPARE BEDROOM

The walls of this bedroom look as if they have been shredded by a wild animal. The bed smells of urine.

### 6. BLOODSTAINED ROOM

The silence echoes with despair, and the walls seem to close in on anyone standing within. The floor is stained with layers of aged, spilled blood.

### 7. MASTER BEDROOM

This room is the best preserved of all areas within the cabin. The **Silver Candlestick** stands upright on one side table (no candle), and the other side table holds a notepad has two lines of text written on it.

- ❑ "I need to obtain some obsidian to re-carve my wards"
- ❑ "My dreams have been troubled of late"

## 8. SECRET COMPARTMENT

An **Insight** + **Observation** test reveals the cabin's secret. Hidden behind the cabinets is a compartment with a set of bronze merchant's scales and two pouches. One pouch is filled with black-painted mouse skulls, the other is filled with white-painted knuckle bones. Placing a greater weight of black skulls on the scales changes the paths in the grove to the black configuration. Placing a greater weight of white bones on the scales changes the paths in the grove to the white configuration. Any other combination has no effect on the paths. Once the agents have set the paths this way, it costs the gamemaster 4 threat to change the paths instead of 1.

### 9. SHED

Sharp implements caked with blood, metal braces, and cords hang beside an empty wardrobe. The wardrobe has a lock, and sticking from it is the **Silver Horses Key**. Carved into the inside of the wardrobe door are the words "I lacked the true faith."

#### RETURNING TO THE RUINED CABIN

The fireplace is lit.

- ❑ **2 Threat:** A Night Gaunt (*Gamemaster's Guide* p227) tears its way up through the bloodstained room's floor.

### Halloween horrors

- ❑ **Sehkheferu:** A pile of red sand sits in the middle of the Bloodstained Room.
- ❑ **Andreassens:** Two members of the Oslo pack are searching the cupboards when the agents arrive.
- ❑ **Lauterne:** The fridge and stove have been disassembled with several pieces missing.
- ❑ **Barghest:** As the agents arrive, they see the hulking form of the Barghest leave from the opposite exit.
- ❑ **Harlequin:** Any lights that the agents bring into the Ruined Cabin are immediately stifled, creating a **Shrouded in Darkness** truth.

#### CLEANSING RITUAL

1. Destroying the wardrobe in the shed initiates the ritual.
2. Re-carving the wards with an **Obsidian Shard** primes the ritual.
3. A restless spirit attacks one agent each round with visions of terror and decay. The agent must make a **Will** + **Resilience** test with a difficulty of 3 or suffer 5 mental stress with Stun and Piercing 1. The spirit can be driven away with a difficulty 3 **Reason** + **Academia** (Occultism) or **Will** + **Persuasion** test. Driving the spirit away completes the ritual.



## Act Two: Roots of the Grove

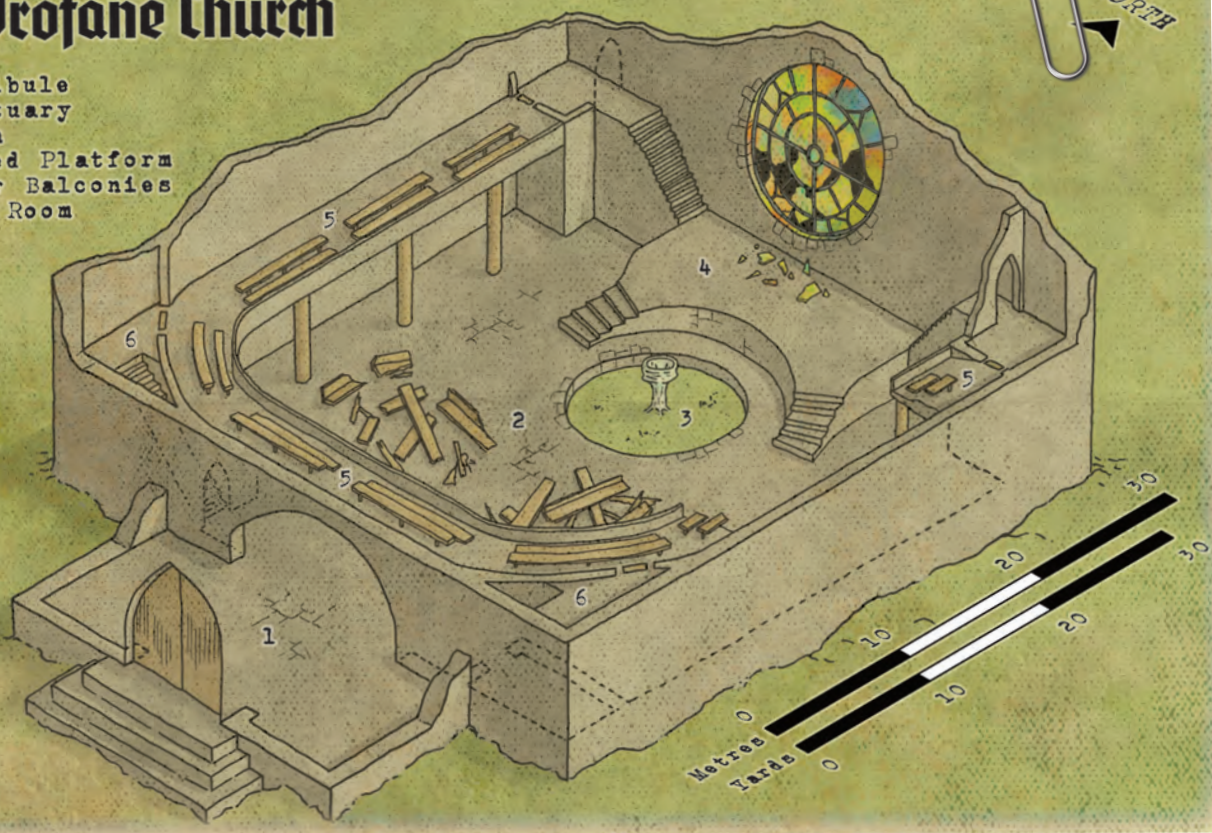
There is a rumbling underneath your feet, and then you see something new in the forest. A pair of weatherworn stone pillars at the edge of the treeline flank a dirt path. You are certain you've never seen the pillars before, but they are overgrown with dark, old creepers.

*It is said that the water's powers predate human settlement in the region.*

*-Alexander Ward-Gray,  
Viscount Towton*

### The Profane Church

1. Vestibule
2. Sanctuary
3. Basin
4. Raised Platform
5. Upper Balconies
6. Side Room



### THE PROFANE CHURCH

A dark stone structure looms amongst the trees. Its walls are slick with grime, its windows are shattered or shadowed, the corners meet at odd angles that make the agents' eyes water, but seem natural on closer inspection.

#### 1. VESTIBULE

This enclosed stone space holds the remnants of fine carpets, framed paintings, and rich tapestries. All are ruined now.

#### 2. SANCTUARY

Broken pews are scattered here. The church was built around a preserved green space, which still shows healthy

life. The near side of the sanctuary holds a staircase that leads up to the balconies, and the far side holds a raised platform overlooked by a broken stained glass window. The eastern side of the sanctuary is filled with rubble.

#### 3. BASIN

An ancient quartz basin stands alone in green grass. It is dry now, but if filled with purified water, it will transform into a shallow pool which can be used to transport agents anywhere in space and time, a real boon for the GM! If filled with non-purified water, the transportation will malfunction and deposit them in random location or time. The basin looks old, though not worn. A close inspection reveals that underneath the translucent surface there is a vein of crooked black that extends from the ground to the bowl.



## 4. RAISED PLATFORM

Beneath the stained glass window is a raised platform where rituals would be enacted before the faithful. Two stairways lead up to it from the sanctuary and two stairways lead up from here to the balconies.

## 5. UPPER BALCONIES

With furniture in better shape than the pews below, the upper balconies served as seating areas for the faithful. The eastern side has collapsed.

## 6. SIDE ROOMS

Separated from the upper balconies are two side rooms with stone shelving.

### Halloween horrors

- ☒ **Sehkheferu:** When the agents enter the church, the rotting monstrosity appears at the edge of the forest and moves to attack.
- ☒ **Andreassens:** Henrik and his packmates jealously defend their prize.
- ☒ **Lauterne:** Jacques is busy amongst several squealing mad science machines that have glass compartments roiling with fear gas. Two Die Toten bodyguards (*Gamemaster's Guide* p192) watch over him.
- ☒ **Barghest:** The creature has caught up with its prey!
- ☒ **Harlequin:** Once the way to the Profane Church is open, Wisniewski appears and rushes past the agents, reaching the church just ahead of them to try and kill the officer and retrieve his amulet.

### Key Items Checklist

COLLECTED	ITEM	LOCATION	DETAILS
<input type="checkbox"/>	Obsidian Shard	The Burned Tree	Sharp obsidian shards that are used to re-carve protective sigils in the Ruined Cabin
<input type="checkbox"/>	Amphora	The Overgrown Graveyard	A clay water vessel with cursed vines growing out of it. Used to purify water
<input type="checkbox"/>	Pale Flowers	The Sour Pond	White flowers that calm restless spirits in the Overgrown Graveyard
<input type="checkbox"/>	Silver Candlestick	The Ruined Cabin	The base has the words "The Rising Sun purifies" engraved on it. This is used to cleanse the Rotten Stairs
<input type="checkbox"/>	Silver Bell	The Rotten Stairs	A small hand bell that is used to cleanse the Rotten Stairs
<input type="checkbox"/>	Starling Key	The Sour Pond	A starling-bowed key that reveals the cabin carving in the Burned Tree
<input type="checkbox"/>	Silver Horses Key	The Ruined Cabin	Worked with two rearing horses, this key reveals the compartment in the Burned Tree
<input type="checkbox"/>	Red Salt	The Ruined Cabin	A small porcelain container with salt that is used to reveal the figurine in the Sour Pond
<input type="checkbox"/>	Wooden Flute	The Burned Tree	A plain wooden flute used to cleanse the Burned Tree
<input type="checkbox"/>	Tree-Marked Stone	The Rotten Stairs	A stone the size of two fists with a painted-on likeness of the Burned Tree is used to cleanse that location



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